PAC-MAN™

MS. PAC-MAN™

Pac-Man
Ms. Pac-Man
Galaga

NAMCOMUSEUM™

Galaxian
Pole Position
Dig-Dug

Galaga™

DigDug™

T-1403N

EVERYONE

E

CONTENT RATED BY
ESRB

namco®

SEGA

SEGA

namco®

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION
Anyone who uses the Sega Dreamcast™ should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast™ before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast™.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast™:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast™ GD-ROM disc is intended for use exclusively on the Sega Dreamcast™ video game system. Do not use this disc in anything other than a Sega Dreamcast™ console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST™ VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast™ video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast™ video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

TABLE OF CONTENTS

BOOT UP

Insert the VMU before booting up to be able to Save and Load High Scores. If you have High Scores saved on the Memory Card already, they are loaded at this time.

Important: In the event that you start the game without a memory card inserted and select "OK to Continue without Saving"; inserting a memory card later on will overwrite any previous Settings and High Scores for Namco Museum stored on that card.

Title Screen: Stays on until the Start button is pressed. When pressed, you are taken to the Main Menu.

MAIN MENU

Controls on the Main Screen:
- The player can select a game by pressing the D Button or the Analog Thumb Pad up or down. The games are listed in the following order:
  1. Pac-Man
  2. Ms. Pac-Man
  3. Galaxian
  4. Galaga
  5. Dig Dug
  6. Pole Position
  7. PACit
- Pressing the A Button starts the selected game and display's its title screen.
- Pressing Start brings up the Options Window. Press the D Button or Analog Thumb Pad up/down to highlight an option. Press left/right to change the option or press the A Button to select the item.

Volume: Adjust the music and sound effects volume.

Screen Size: This will allow you to select the size of the game window - Normal, Medium or Small. This is to compensate for some TVs that display text beyond the viewable screen boundaries.

Start-Up Mode: Determines whether the test patterns from the original arcade machine are displayed.

Save Mini-Game to VMU: This sends the mini-game to your VMU.
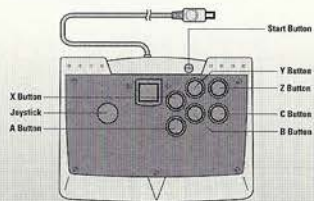
Reset to Default Settings: Restores all options to the default setting.

Credits: Select this to view the credits. Press any button to return to the Main Menu.

Done: Press the A or B Button to return to the Main Menu.

Namco Museum is a **1-2 Player game**. Before turning the Sega Dreamcast™ power ON, connect the controller or other peripheral equipment onto the control ports of the Sega Dreamcast™. To return to the title screen at any point during play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast™ to soft-reset the software and display the title screen.

SEGA DREAMCAST ARCADE STICK

Start Button
Y Button
Z Button
C Button
B Button
X Button
Joystick
A Button

SEGA DREAMCAST CONTROLLER

Overhead View

Analog Thumb Pad
Direction Button (D-Button)
Start Button
X Button
Y Button
B Button
A Button

Forward View

Expansion Slot 1
Right Trigger (Trigger R)
Left Trigger (Trigger L)
Expansion Slot 2

NOTE: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast™ power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

How to Play the Game - The purpose of the game is to eat all the pellets from each maze while avoiding the attacks of the four ghosts. When all the pellets are eaten up, the player can proceed to the next round.

Rules
- If you touch a ghost, Pac-Man loses one life.
- The game is over when all the lives are lost.
- An extra life is gained when Pac-Man achieves 10,000 points. (This value is set in the initial setting and it can be changed on the Settings Screen with the Bonus Option.)

Power Pellets - Chomp down on a power pellet and Pac-Man has the power to eat ghosts. When a power pellet is eaten, the ghost will change to a dark blue for a short time. The ghosts start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes return to the ghost box and the ghost is regenerated. The more ghosts you eat in succession, the more points they are worth.

Fruit Treats - Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels - Go through these tunnels and you'll shoot out on the other side of the maze. Use them to slow down and lose a ghost that's hot on your tail.
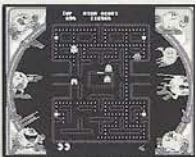
HOW TO USE THE CONTROLLER:
Insert Credits: Press the Y Button on either controller to insert a credit.
Start 1 Player Game: Press the A Button on Controller 1 or 2.
Start 2 Player Game: Press the B Button on Controller 1 or 2.
- If the B Button is pressed on Controller 1, both players swap between using Controller 1.

- If the B Button is pressed on Controller 2, Player 1 uses Controller 1 while Player 2 uses Controller 2.
- Before the game begins, the player can press Start to bring up the Pac-Man Options Window. In this window the player has the following options:

Continue - This will return the player to game play.

Settings - This screen allows the player to change the following game settings:
  Lives - Choose to start with 1, 2, 3, or 5 lives.
  Bonus - Set the point value that must be gained to earn an extra life.
    1. 10,000 points
    2. 15,000 points
    3. 20,000 points
    4. None
  Volume - The player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the D Button or the Analog Thumb Pad to the left or right.

Tips - This option opens up a list of tips for Pac-Man. The user can scroll through by pressing the D Button or Analog Thumb Pad right or left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

Return To Main Menu - This option allows the user to return to the Main Menu.
  - During game play the D Button or the Analog Thumb Pad will control the movements of Pac-Man.
  - To Pause during the game, press Start. This will bring up the Pause Window where you will have the following choices:
        Continue
        Quit Game
        Volume
        Return to Main Menu

How to Play the Game - The purpose of the game is to eat all the pellets from each maze while avoiding the attacks of the four ghosts. When all the pellets are eaten up, the player can proceed to the next round.
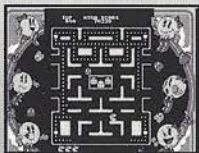
Rules
- If you touch a ghost, Ms. Pac-Man will lose one life.
- The game is over when all the lives are lost.
- An extra life is awarded by scoring 10,000 points. (This value is set in the initial setting and can be changed with the Bonus option).

Power Pellets - Chomp down on a power pellet and Ms. Pac-Man will have the power to eat ghosts. When a power pellet is eaten, the ghost will change to a dark blue for a short time. The ghosts will start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes will return to the ghost box, then the ghost is regenerated. The more ghosts you eat in succession, the more points they are worth.

Fruit Treats - Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels - Go through these tunnels and you'll shoot out on the other side of the maze. Use them to slow down and lose a ghost that's hot on your tail.

HOW TO USE THE CONTROLLER:
Insert Credits: Press the Y Button on either controller to insert a credit.
Start 1 Player Game: Press the A Button on Controller 1 or 2.
Start 2 Player Game: Press the B Button on Controller 1 or 2.
- If the B Button is pressed on Controller 1, both players swap between using Controller 1.
- If the B Button is pressed on Controller 2, Player 1 uses Controller 1 while Player 2 uses Controller 2.
- Before the game begins, the player can press Start to bring up the Ms.Pac-Man Options Window. In this window the player has the following options:

Continue - This will return the player to game play.

Settings - This screen allows the player to change the following game settings:
   Lives - Choose to start with 1, 2, 3, or 5 lives.
   Bonus - Set the point value that must be gained to earn an extra life.
         1. 10,000 points
         2. 15,000 points
         3. 20,000 points
         4. None
   Volume - The player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the D Button or the Analog Thumb Pad to the left or right.

Tips - This option opens up a list of tips for Ms. Pac-Man. The user can scroll through by pressing the D Button or Analog Thumb Pad right or left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

Return to the Main Menu - This option allows the user to return to the Main Menu.
- During game play the D Button or the Analog Thumb Pad will control the movements of Ms. Pac-Man.
- To Pause during the game, press Start. This will bring up the Pause Window where you will have the following choices:
                Continue
                Quit Game
                Volume
                Return to Main Menu

How to Play the Game - The formations attack you one after another when the game starts. Your mission is to kill all the enemies to proceed to the next stage.

Rules
- You lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.
- When you lose all the star fighters, the game is over.
- One star fighter is awarded by scoring 5,000 points. (This value is set in the initial setting and it can be changed with the Bonus option).

Tips
- Kill the escorts! - The boss with one escort is 200 points, with two is 300 points. Kill both escorts first to get 800 points.
- If you take too long to destroy the formation, or there are only a few enemies left, they will start attacking very aggressively. Kill the enemies quickly!

Other bonuses such as the High Score Bonus are around so be sure to challenge yourself!

HOW TO USE THE CONTROLLER:
Insert Credits: Press the Y button on either controller to insert credit.
Start 1 Player Game: Press the A Button on Controller 1 or 2.
Start 2 Player Game: Press the B Button on Controller 1 or 2.
- If the B Button is pressed on Controller 1, both players swap between using Controller 1.
- If the B Button is pressed on Controller 2, Player 1 uses Controller 1 while Player 2 uses Controller 2.

- Before the game begins, the player can press Start to bring up the Galaxian Options Window. In this window the player has the following options:

Continue - This option will return the user to game play if the A Button is pressed while this option is highlighted.

Settings - This option opens up the Game Settings Screen for Galaxian where the user can change the following settings:
    Lives - This option selects between starting with 3 or 5 lives.
    Bonus - This option selects the point value that must be earned to gain an extra life.
    1. 4,000 points
    2. 5,000 points
    3. 7,000 points
    4. None
    Volume - The player can raise or lower the music and SFX volume from off to a level of 100% by pressing the D Button or the Analog Thumb Pad.

Tips - This option opens a list of tips for Galaxian the user can scroll through by pressing the D Button or Analog Thumb Pad right or left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

Return To Main Menu - This option allows the user to return to the Main Menu when the A Button is pressed while this option is highlighted.
- During game play the D Button or the Analog Thumb Pad control the horizontal motion of the player's ship.
- The A button and Right or Left Triggers cause the player's ship to fire.
- To Pause during the game, press Start. This will bring up the Pause Window where you will have the following choices:
    Continue
    Quit Game
    Volume
    Return to Main Menu

Galaga

How to Play the Game - When the game is started, the Galaga alien formation appears and assembles in the upper part of the screen. Soon after that, they start attacking. Your star fighter is operated by moving to the left or right. When Galaga troops come flying to attack, you can defeat them with your missiles. When all the enemies have been defeated, you can proceed to the next round.

Rules

- You lose one star fighter when you are hit with an enemy's missile or when you touch the enemy.
- When you lose all the star fighters, the game is over.
- If your Lives setting is set to 2, 3, or 4, one star fighter is awarded by scoring 20,000 points, 70,000 points, and for every 70,000 points after that. If you set your lives to 5, the first bonus fighter is awarded at 30,000 points and 120,000 points after that.
- It is possible to change this by adjusting the Bonus option

Let's fight with a Dual Fighter!

- When two fighters are combined into one unit, your fighter has double the firepower. This fighter is called a dual fighter. Let's start a major attack!.

First, Let Boss Galaga Capture Your Fighter With His Tractor Beam.

A Fighter Has Been Captured and Boss Galaga Is Flying at You. Take Your Aim and Fire!

A Fighter Rescue Mission Was Successfully Completed. A Single Fighter Has Changed Into a Dual Fighter!

NAMCO REGISTRATION CARD

First Name

Last Name

Address

City   State   Zi

Telephone Number   □ 1 Male
                         □ 2 Female   Date of Birth

                                            Date of Purch

Game Purchased: **Namco Museum™**   (T-1403N)

1. How did you find out about this game?
   □ 1 Friend or relative   □ 2 At a store   □ 3 Television   □ 4 Rented
   □ 5 Sample Disc   □ 6 Magazine Review/Article (Specify) _____
   □ 7 Magazine Advertisement (Specify) _____

2. Why did you buy this title?
   □ 1 Gift for child   □ 2 Yourself   □ 3 Gift for adult   □ 4 Received it as a gift

3. What other types of video game hardware or computers do you own or plan to own?
   □ 1 Nintendo®64   □ 2 Sega Dreamcast™   □ 3 PlayStation® game console   □ 4
   □ 5 PlayStation®2 computer entertainment system   □ 6 PC/Mac   □ 7 Ot

4. Rank the type of games you prefer from "1–6", with "1" being the best, and "6" the least.
   □ 1 Action /Adventure ____   □ 2 Sports ____   □ 3 Fighting ____   □ 4 RPG ____   □ 5 Simula

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- It is☐

Let's

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First☐ Gameboy®/Gameboy®Color
Cap☐ her (Specify) _____
With

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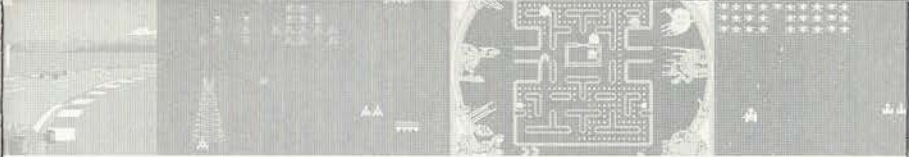
Tips

- If a prisoner fighter is attacked, the fighter is destroyed. Be very careful and aim only at Boss Galaga!
- Be careful when there are no more fighters left and you are surrounded by a tractor beam, because the game is over if your last fighter gets captured.
- Attack Boss Galaga while he is flying! When a Boss Galaga with a captured fighter is attacked in formation, the captured fighter becomes your enemy!

Your Chance to Win Big Points in the Challenging Stage!

The first challenging stage is on the third stage and on every fourth stage after that. Various types of Galagas will be flying while creating dancing formations. Since you can only obtain bonus points for the number of enemies that are defeated, you should shoot down as many as possible. Shoot down all enemies to get a perfect bonus.

HOW TO USE THE CONTROLLER:

Insert Credits: Press the Y Button on either controller to insert a credit.
Start 1 Player Game: Press the A Button on Controller 1 or 2.
Start 2 Player Game: Press the B Button on Controller 1 or 2.

- If the B Button is pressed on Controller 1, both players swap between using Controller 1.
- If the B Button is pressed on Controller 2, Player 1 uses Controller 1 while Player 2 uses Controller 2.
- Before the game begins, the player can press Start to bring up the Galaga Options Window. In this window the player has the following options:

Continue - This will return the player to game play.

Settings - This option opens up the Game Settings Menu for Galaga where the user can alter the following settings:

Lives - This option selects between starting with 2, 3, 4, or 5 lives.

Bonus - This option selects the point value that must be earned to gain an extra life.
1. 20,000 points and 60,000 points.
2. 20,000 points and 70,000 points.
3. 20,000 points and 80,000 points.
4. 30,000 points and 80,000 points.
5. 30,000 points and 100,000 points.
6. 30,000 points and 120,000 points.
7. None
* These values change if the Lives Setting is 5

Volume - The Player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the D Button or the Analog Thumb Pad to the left or right.

Tips - This option opens up a list of tips for Galaga the user can scroll through by pressing the D Button or Analog Thumb Pad right or left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

Return To Main Menu - This option allows the user to return to the Main Menu when the A Button is pressed while this option is highlighted.
- During game play the D Button or the Analog Thumb Pad control the horizontal motion of the user's ship.
- The A button and Right or Left Triggers cause the player's ship to fire.
- To Pause during the game, press Start. This will bring up the Pause Window where you will have the following choices:
    Continue
    Quit Game
    Volume
    Return to Main Menu

How to Play the Game - Move Dig Dug and dig up the ground layers. Then use your pump to pop and kill the enemies or crush them with rocks, while avoiding their attacks.

Rules
- You lose a life if you are caught by the enemies, touch Fygar's fire or get crushed by a rock.
- The game is over when all the lives are lost.
- An extra life is awarded when scoring 20,000 points and 60,000 points. (This value is the default setting and can be changed by adjusting the Bonus option).
- The Continue Screen appears when the game is over. You can continue playing the game by pressing the A Button before the countdown reaches zero. Make sure you enter a credit first!
- **Vegetable Treats** - A vegetable treat appears if you drop two rocks on each round. The more stages you clear, the more the vegetable treats are worth.

HOW TO USE THE CONTROLLERS:
Insert Credits: Press the Y Button on either controller to insert a credit.
Start 1 Player Game: Press the A Button on Controller 1 or 2.
Start 2 Player Game: Press the B Button on Controller 1 or 2.
- If the B Button is pressed on Controller 1, both players swap between using Controller 1.
- If the B Button is pressed on Controller 2, Player 1 uses Controller 1 while Player 2 uses Controller 2.
- Before the game begins, the player can press Start to bring up the Dig-Dug Options Window. In this window the player has the following options:

Continue - This option will return the user to game play.
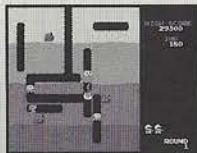
Settings - This option opens up the Games Settings Screen for Dig Dug where the user can change the following settings:

Lives - This option selects between starting with 1, 2, 3, or 5 lives.

Bonus - This option selects the point value that must be earned to gain an extra life.

    1. 10,000 points, 40,000 points, and then every 40,000 points after.
    2. 10,000 points, 40,000 points.
    3. 10,000 points, 50,000 points, and then every 50,000 points after.
    4. 10,000 points.
    5. 20,000 points, 60,000 points, and then every 60,000 points after.
    6. 20,000 points, 60,000 points.
    7. 20,000 points, 70,000 points, and then every 70,000 points after.
    8. None
    * These values change if the Lives Setting is 5.

Difficulty - This option selects the difficulty level of game play to Easy, Normal, Hard or Expert.

Screen Scroll - This option sets the screen to scroll up and down as Dig Dug moves when set to On or it forces the screen to remain stationary when set to Off.

Volume - The Player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the D Button or the Analog Thumb Pad to the left or right.

Tips - This option opens up a list of tips for Dig Dug the user can scroll through by pressing the D Button or Analog Thumb Pad right or left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

Return To Main Menu - This option allows the user to return to the Main Menu when the A Button is pressed while this option is highlighted.

- During game play the D Button or the Analog Thumb Pad control Dig Dug's movement.
- The A button and Right or Left Triggers cause Dig Dug to shoot his pump. After hitting an enemy, press three more times to cause the enemy to inflate and explode.
- If at the end of game play the user has earned a new high score, the user is brought to the high score entry screen. At this screen the user can enter his three initials by pressing the D Button or the Analog Thumb Pad to the left or right to select the letter, and then press the A Button to enter that letter.
- To Pause during the game, press Start. This will bring up the Pause Window where you will have the following choices:
        Continue
        Quit Game
        Volume
        Return to Main Menu

How to Play the Game - Use the controller to control your car's steering, acceleration, braking and the shifting of gears. First, you must qualify for the main race by completing one lap with a fast lap time. If successful, when you cross the Start/Finish line after completing the lap, you receive your starting position for the main race. If you take too long on the qualifying lap, you won't qualify for the main race and the game is over.

When starting the main race, you begin from the position that you qualified. The race starts when the light turns green and you must successfully complete four laps to finish the race. As the race progresses, you should avoid crashing into other cars or obstacles on the sides of the racetrack. Also, avoid driving over water puddles, since these slow you down. You will receive additional race time for each lap that you complete by crossing the Start/Finish line. In the main race, if the time reaches zero before you cross the Start/Finish line, the game is over.

Tips
- Try to down shift into low gear, tap the brake or let off on the accelerator to slow down for sharp turns.
- When approaching traffic, try to drive between them by positioning the car in the center of the track. Beware of cars that change lanes!

HOW TO USE THE CONTROLLERS:
Insert Credits: Press the Y Button on either controller to insert a credit.
Start 1 Player Game: Press the A Button on Controllers 1 or 2.

- Before the game begins, the player can press Start to bring up the Pole Position Options Window. In this window the player has the following options:

Continue - This option will return the user to game play.

Settings - This option opens up the Game Settings Screen for Pole Position where the user can change the following settings:
   Goal After Laps - This option selects between 3 or 4 laps per game.
   Qualify Time Limit - This Option sets the time limit for the race to 90 seconds, 100 seconds, 110 seconds, or 120 seconds.
   Qualifying Difficulty - This option sets the difficulty of game play between a value of 1 and 8.
   Extended Time - This option selects between the amount of extended time the user can earn. If the Goal After Laps option is set to 3, the user can select from 102 seconds,105 seconds, 108 seconds and 111 seconds. If the Goal After Laps option is set to 4, the user can select from 161 seconds, 165 seconds, 169 seconds, and 173 seconds.

Controller Configuration - This option selects the controller configuration between the following settings:

	1	2	3	4	5	6
Accel	A	A	A	B/X	B/X	B/X
Brake	B/X	B/X	B/X	A	A	A
Shift Up/Down	R/Z	-	-	R/Z	-	-
Shift Up	-	R/Z	L/C	-	R/Z	L/C
Shift Down	-	L/C	R/Z	-	L/C	R/Z

Volume - The Player can raise or lower the music and SFX volume from Off to a level of 100% by pressing the D Button or the Analog Thumb Pad to the left or right.

Tips - This option opens up a list of tips for Pole Position the user can scroll through by pressing the D Button or Analog Thumb Pad right or left. This option can be exited by pressing the B Button at any time or by highlighting Done and pressing the A Button.

**If you are using the Arcade Stick, Press the C BUTTON to Shift Up or Down.

Return To Main Menu - This option allows the user to return to the Main Menu when the A Button is pressed while this option is highlighted.

Default Controller Configuration:
A Button - Accelerate
B/X Button - Apply brakes

- To Pause during the game, press Start. This will bring up the Pause Window where you will have the following choices:
  Continue
  Quit Game
  Volume
  Return to Main Menu

How to Play the Game – Move Pac-Man up and down to eat the Pac-dots.
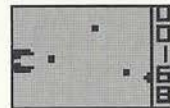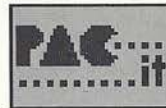
Rules:
- Every time you miss a Pac-dot, you lose a life.
- The game is over when you lose all 5 lives.
- The pac-dots travel faster as you eat more of them.

How to use the Visual Memory Unit:
Follow the Sega Dreamcast™ Visual Memory Unit (VMU) instructions for installing and removing the VMU. For use with Namco Museum™, the VMU must be placed in the first slot of Controller A if you have more than one controller attached to your Sega Dreamcast™ console.

Cap
Connector
LCD Screen
Sleep Button
Mode Button
B Button
A Button
Direction Button (D-Button)

The VMU uses 8 blocks of memory. You can only save one PACit game per VMU.
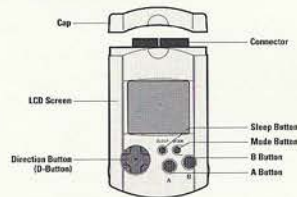
Note: Do not attempt to remove the VMU while saving or loading a game, or damage may result to your Sega Dreamcast™ console and/or controller. While saving a game file, never turn OFF the Sega Dreamcast™ power, remove the memory card or disconnect the controller.

How to Save the Game to the VMU In the Main Menu:
Press the START BUTTON to enter the OPTIONS SCREEN. Use the D Button to scroll down to "Save Mini-Game to VMU". Select this option by pressing the A Button.

Note: You must have a VMU inserted in the first slot of Controller A to save the game.

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